

ciation with the player's account for transmission to the player in future gaming sessions. The player may change selections at any time using the player tracking display (which may be touch sensitive or have player-selectable buttons associated with the various display selections).

**[0072]** In one or more embodiments, a gaming website may be accessible by players, e.g. gaming website **421**, whereon one or more games may be displayed as described herein and played by a player such as through the use of personal computer **423** or handheld wireless device **425** (e.g. Apple iPhone, Android phone, tablet, phablet, virtual reality device, iPad, etc.). To enter the website, a player may log in with a username (that may be associated with the player's account information stored on player account server **409** or be accessible by a casino operator to obtain player data and provide promotional offers), play various games on the website, make various personalizing selections and save the information, so that during a next gaming session at a casino establishment, the player's playing data and personalized information may be associated with the player's account and accessible at the player's selected gaming machine **100**.

**[0073]** Referring generally to the description herein, any use of ordinal terms such as "first," "second," "third," etc., to refer to an element does not by itself connote any priority, precedence, or order of one element over another, or the temporal order in which acts of a method are performed. Rather, unless specifically stated otherwise, such ordinal terms are used merely as labels to distinguish one element having a certain name from another element having a same name (but for use of the ordinal term).

**[0074]** Further, as described herein, the various features have been provided in the context of various described embodiments, but may be used in other embodiments. The combinations of features described herein should not be interpreted to be limiting, and the features herein may be used in any working combination or sub-combination according to the invention. This description should therefore be interpreted as providing written support, under U.S. patent law and any relevant foreign patent laws, for any working combination or some sub-combination of the features herein.

**[0075]** The above described preferred embodiments are intended to illustrate the principles of the invention, but not to limit the scope of the invention. Various other embodiments and modifications to these preferred embodiments may be made by those skilled in the art without departing from the scope of the present invention.

1. A method performed with a group of gaming machines, each including one or more displays, a wager input device, and at least one electronic controller operatively coupled to the wager input device and the one or more displays and configured to execute instructions for providing a wagering game, the method comprising:

- (a) operating the gaming machines in a first mode in which wager results of a primary game are presented in a primary display area, and wager results have a chance of including bonus events including a presentation on a secondary display area of the one or displays;
- (b) in response to a game mode change event, operating a set of two or more of the gaming machines in a second group gaming mode in which the secondary display areas of the set of gaming machines include a common, persistent game board with a plurality of prize objects, the second group gaming mode comprising:

obtaining primary game results for wager activations at the set of gaming machines, the primary game results having a chance to include a prize amount;

providing selected primary game results at least partially in the game board by awarding at least one of the prize objects and an associated prize amount to one of the group of gaming machines to provide the primary game result prize amount;

for each prize object awarded, causing a message to be sent to the other gaming machines of the set that the at least one prize object has been taken, displaying an indication at the other gaming machines of the set that the at least one prize object is no longer available, and removing it from the game board; and

when a prize object is awarded, maintaining available prize distributions of the primary game for all gaming machines in the set.

2. The method of claim 1, further comprising maintaining the game board with a service running on a server coupled to the group of gaming machines over a network, the service receiving messages from the gaming machines in the set indicating that prize objects have been awarded, and in response recording that the prize objects have been taken and sending messages to the other gaming machines that the prize objects have been taken.

3. The method of claim 2, further comprising:

at the service running on the server, determining to start the second group gaming mode and causing the game mode change event to occur at the set of gaming machines; and

at the service running on the server, determining to end the second group gaming mode and causing another game mode change event to occur at the set of gaming machines.

4. The method of claim 1, wherein the second group gaming mode further comprises, in response to obtaining one of the primary game results, determining that the prize amount is equal to an award of a prize object that has been taken, and selecting two or more alternative ones of the prize objects to be awarded for said primary game result.

5. The method of claim 1, wherein the second group gaming mode further comprises determining that all of the prize objects have been taken and, in response, providing a second common, persistent game board at the secondary display areas of the set of gaming machines with a plurality of additional prize objects available to be awarded similarly to the prize objects.

6. The method of claim 1, wherein the second group gaming mode further comprising, in response to a designated one of the prize objects being awarded at a selected one of the set of gaming machines, changing a graphic theme of the second group gaming mode at the selected gaming machine while maintaining the game board at the selected gaming machine.

7. The method of claim 1, wherein the selected primary game results are primary game results which would be entitled to a bonus event if occurring in the first mode.

8. A gaming machine comprising:

a display, an audio device, a wager input device, and at least one electronic controller operatively coupled to the wager input device, the audio device, and the display and configured to execute instructions related to a wagering game and to cause cash value credits to be awarded to a player in response to wagering wins;